**GROUP PROJECT BRIEF :**

* Single player game
* Consider a genre or type of games that have a typical mechanic or set of mechanics defined as integral to them
* Develop a game without the specified mechanic or mechanic set
* Substitute the mechanic with a refined new solution to the problem that removing the mechanic creates
* Emphasis on a single mechanic

**DELIVERABLE :**

* A game that is self contained and needs no explanation from the developer to play.
* Emphasis on the gameplay experience
* A game that abstracts itself from the conventions of a genre by removing a key mechanic or set of mechanics

|  |  |
| --- | --- |
|  | **PLEASE UPLOAD THIS DOCUMENT TO YOUR GITHUB** |
| WHAT GENRE OF GAME ARE YOU CHOOSING? | Arcade - Bomberman |
| WHAT MECHANIC ARE YOU CHANGING? | Placing bombs |
| WHAT MECHANIC ARE YOU CHANGING IT TO? | The player would instead place walls, and bombs would spawn semi-randomly, with the player attempting to block multiple bomb explosions by cleverly placing their walls (this would be limited to stop them from spamming and never being in danger) |
| WHAT EMOTIONS ARE YOU LOOKING FOR THE PLAYER TO HAVE? | A feeling of adrenaline from trying to survive various challenging elements. ‘Hard fun’ is a term that comes to mind. |
| WHAT ARE THE KEY DESIGN PROBLEMS YOU WILL FACE? | - |
| WHAT ARE THE KEY PROGRAMMING ISSUES YOU WILL HAVE WITH THIS GAME? | Creating a fair semi-random spawning system for the bombs, which would avoid situations where the player has no valid action to take to not lose. |
| PLAYER FEEDBACK (1) | Imagine you are a player playing your finished game. What is the ideal feedback you would wish to have? :- The game required quick thinking to block the bombs whilst leaving myself room to move and escape from newly spawned ones, it was an enjoyable rush. |